7th LEVEL

HANDBUCH

UNION INTELLIGENCE AGENCY

UNIVERSAL ORDER

G-NOME

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Introduction

G-NOME: The Clash of Man and Machine

Planet Ruhelen, fourth planet from the primary star of the Omicron Reticuli system, is the cradle for an impending battle of galactic scale. Ruhelen is home to four established republics, all vying for control of the vast wealth in minerals and ore buried beneath the surfaces of the uninhabited star systems in the nearby Reyman Spiral.

One such system, Phygos, was recently discovered, and will no doubt yield untold riches to those civilizations that can colonize it first. Similar to the little-known Cold Wars on ancient Earth, the most powerful republics are waging a secret war with each other, jockeying for superior economic and military positions while maintaining a shallow and fragile "undeclared peace" in those areas where they co-exist. Ruhelen is one such area. The discovery of the nearby Phygos system has accelerated the aggressiveness of the two most powerful civilizations, Human and Scorp, and the tenuous non-aggression agreements between the two are approaching the breaking point.

This is where our story begins, for the Scorp have developed a secret military weapon that, when completed, will upset the balance of power on the field as well as at the bargaining table. This weapon, a genetically engineered fighting machine called a G-NOME, has been a tightly held secret by the Scorp military

A GENETICALLY ENGINEERED FIGHTING MACHINE

Heavy Armor Weapons Chassis

complex. But, like all "secrets," the existence of such a weapon has been well-known for many years. Little is known about the weapon but most Human scientists agree that what little evidence they have indicates that the G-NOME is Human in origin. This, of course, makes the Scorp Republic guilty of experimenting on prisoners of war, which has been forbidden by treaty for hundreds of years. Unfortunately, for the Humans to reveal knowledge of the G-NOME project would be to reveal undercover agents in place deep inside the Scorp government.

The Humans' Union Intelligence Agency, UIA, headed by ***General Allance Wilkins***, has long suspected that the location of the Scorp biological weapons research facility was deep in Scorp territory on Ruhelen. With open hostilities likely to break out any day, UIA has decided that the G-NOME project must be stopped, and the suspected prototype creature terminated. It is important that the Union not be seen as the instigator of open war, so General Wilkins declared that the G-NOME mission must be a covert operation led by a small team of experts.

Wilkins has assembled the team from diverse assets scattered across the inhabited portion of Ruhelen. The point-man for the team, ***Joshua Gant***, is a retired special forces sergeant who now runs a seedy bar near the isolated town of B'Hnur on the Darken frontier. Gant was the Union's most decorated pilot. Proficient in any Heavy Armor Weapons Chassis (HAWC), wheeled or tracked, he was the key tactical asset in any combat mission SpecForce was

called upon to undertake. Today, Gant is still plagued by nightmares from his last mission ten years before, when he lost his best friend, Ron Pearl, to a Scorp ambush. The court martial and subsequent acquittal of the mission leader, Jack Sheridan, forced Gant to resign and live his life in semi-seclusion at his establishment, the "Left-4 Dead Café." This is where Wilkins finds him.

Wilkins outlines the mission

Assemble the team at specified waypoints, then proceed into Scorp territory, locate the bioweaponry laboratory, and destroy it and the G-NOME suspected to be inside. Open war is expected shortly, and the G-NOME must be terminated before that happens. Gant is to rendezvous with the following people.

Stephen Kylie

Munitions expert and former special forces member. Kylie was with Gant and Gant's best friend, Pearl, on that mysterious fateful mission ten years earlier. He is currently working undercover in Darken territory. He has received the coded rendezvous message from UIA and will attempt to meet Gant at the Darken/Merc border.

Dr. Victoria Thane

Bioweaponry expert and genetic scientist. Dr. Thane is the Union's top genetic scientist and knows everything there is to know about the Scorp research efforts. She has been on a good-will tour of medical facilities in the Bendian Mercenary (Merc) Provisional Republic. Efforts to reach her have not been successful as the Mercs have begun staging border raids into Darken territory.

Special Forces Agent

Identity classified. This agent has been with UIA Special Forces for more than seventeen years, and is the expert on Scorp territory and behavior, as he has spent most of his field time behind Scorp lines. Gant and his team must rendezvous with this agent at the Merc/Scorp border. To protect this agent's deep-cover position, his identity will be revealed at the last possible moment.

In G-NOME, the single-player game, you assume the role of the story's hero, Joshua Gant. Starting off alone at the Darken border with limited information supplied by General Wilkins of UIA, Gant must embark on a long and dangerous mission that takes him into no less than four independent territories, each containing new and challenging trials. The journey is filled with combat, intrigue, ambushes, and even betrayals.

In network play, try your hand at mastering the different races and their vehicles. Engage in death matches or team up to wreak havoc and deal destructive blows to your enemies. Your GASHR (Gas-Assault Shock Rifle) may become your best friend.

System Requirements

Make sure you have the following minimum system setup.

- IBM® or compatible computer with a Pentium™ 90 processor (120 recommended)
- 16 MB of RAM
- Windows® 95
- 30 MB of hard disk space
- Quad-speed CD-ROM drive
- Mouse or joystick
- 256-color display, running at 640 x 480
- MPC-compatible sound card and amplified speakers

If you plan to play G-NOME over a network, you must have a protocol supported by DirectX 3.0™ (or higher) running on each player's computer. If you plan to play G-NOME over a modem, you must have a Hayes-compatible modem which supports at least 9600 baud rate.

Technical Support

If you have difficulty installing or running G-NOME, please read the Troubleshooting section in the CD-insert before calling Technical Support. By checking the items listed, you may be able to solve any difficulty you are having more quickly on your own.

If you are still having difficulty, call Technical Support at 972-498-8053.

Support is available Monday through Friday from 8:00 a.m. to 9:00 p.m. and on Saturday from 8:00 a.m. to 7:00 p.m. Central Time. You also can reach Technical Support via America Online (keyword Seventh) or the Microsoft Network (Go Seventh).

Technical Support also is available via the World Wide Web on 7th Level's web page (**www.7thlevel.com**). Here you can download the latest technical support information along with demos of current and future products, register your products online, and participate in contests and chats with the celebrities and individuals involved in our products.

Before Installation

Here are a few things you might want to check out before you install G-NOME:

G-NOME runs at a screen resolution of 640 x 480; if you have your display configured differently, the program will automatically run in 640 x 480.

G-NOME installs DirectX 3.0a (or higher) automatically. (If DirectX 3.0a is already installed, a dialog box will display the DirectX drivers as certified. Simply close the dialog box to complete installation.) If you have problems running G-NOME after installation, DirectX may be the cause. DirectX allows your video card to take advantage of special Windows 95 programming for displaying 3D objects. Because Windows 95 did not ship with some of the drivers used to create G-NOME, you may need to contact your hardware manufacturer for updated drivers that take advantage of DirectX. For more information about DirectX, check out www.microsoft.com.

Installing G-NOME

There are two ways to install the program: a CD installation or a Full hard disk installation.

If you install the program using the CD installation, you will always run the program from the CD (you must have the G-NOME CD in the CD-ROM drive to run the program).

If you install using the Full hard disk installation, program files will be copied to your hard disk; you also will need to have the CD in the CD-ROM drive to run the program. This option still requires your CD to be in the CD-ROM drive, but it will make the program and movies run faster.

If the Autoplay feature is turned on, you do not need to run the setup program to install G-NOME. The first time you insert the CD into the CD-ROM drive, Windows 95 will automatically start the setup program. Once installed, every time you insert the CD into the CD-ROM drive, the Autoplay feature of

Windows 95 will automatically start G-NOME.

To install G-NOME (if Autoplay is turned off):

1. Insert the CD in the CD-ROM drive.
2. Click the Start button, then choose Run.
3. Type **X:\SETUP.EXE** (replace X: with the letter that represents your CD-ROM drive) in the command line and press **ENTER**. The installation program opens.
4. Click Next to bypass the setup screen.
5. Choose the option you want and click Next to start the installation.

Starting G-NOME

To start G-NOME:

1. Click the Start button, click Programs, and then click 7th Level.
2. Click G-NOME to start the game.
3. You can choose to play a single player or a multiplayer game, or even start out with a training mission.

To start a single player game, click **Game**, then click **New**. You can choose **Campaign** to play G-NOME starting at the first mission and progressing to the last. If you want to spend a little time learning how to play, choose **Training**. There are three training missions that will teach you most of what you need to know. (Some things cannot be taught; some things must come from the heart of you, grasshopper.) If you want to play the missions out of order, press **Ctrl + F1**, then type Redtop Trod (note: case is important) to access the **Missions** option. Then you can choose any mission that you want.

The **Game Basics** section of this manual introduces you to the basics of your HAWC, as well as teaches you about the rules of the G-NOME world.

The **Multiplayer Games** section describes the different multiplayer options, along with how to start a multiplayer game, and other game options such as choosing the race and vehicle.

Game Options

Before you begin a mission, you may want to set game options. Click the Options button on the Main screen to display the available options on the left sidebar.

Interface

Click Interface to set or change your interface options.

The program ships with several customized settings files. These files provide players with similar keyboard and joystick settings of other games, such as MechWarrior® 2 and EarthSiege™ 2. You can customize these settings files or create your own settings file.

To load a pre-configured settings file:

1. Click Options, then click Interface.
2. Click the down arrow in the Load Configuration list box to choose the settings file you want to load.
3. Click the Load button to load the file. Game functions and their mappings appear.
4. Click the Use/Save button to use the loaded file (or displayed setting).

Note: You can have up to three different keys (joystick and mouse included) mapped to the same game function.

You can create and save up to four custom settings files.

To customize a settings file:

1. Click Options, then click Interface.
2. Load the file you want to customize.
3. Click the Mapping 1 (or 2 or 3) slot for the game function you want to change.
4. On the keyboard, press the key to which you want to map that function. (Joystick throttle is not mapped by default. To map throttle, choose Throttle up on the joystick mapping option.)

Note: If you want to map the game function to a movement (such as mouse or joystick left) instead of a key or joystick/mouse click, select a choice from the Other Inputs list box.

5. When you are done mapping the keys, choose the name you want to save the file to (Custom 1 through Custom 4).

> Tip: You can use the Clear button to clear a selection from the Mapping slot, and the Cancel button to leave the selection as it is without making any changes.

6. Click Use/Save to save the settings.

You can also turn the joystick on or off. Turning the joystick off may improve performance, if you do not need to use the joystick.

Difficulty

There are three levels of difficulty: Easy, Medium, and Hard. At higher levels of difficulty, ammunition may be limited, there may be more opponents, and it will be harder to destroy them.

Sound

You can turn CD Music and EF/X Dialogue on or off. The default is on for both options.

Detail

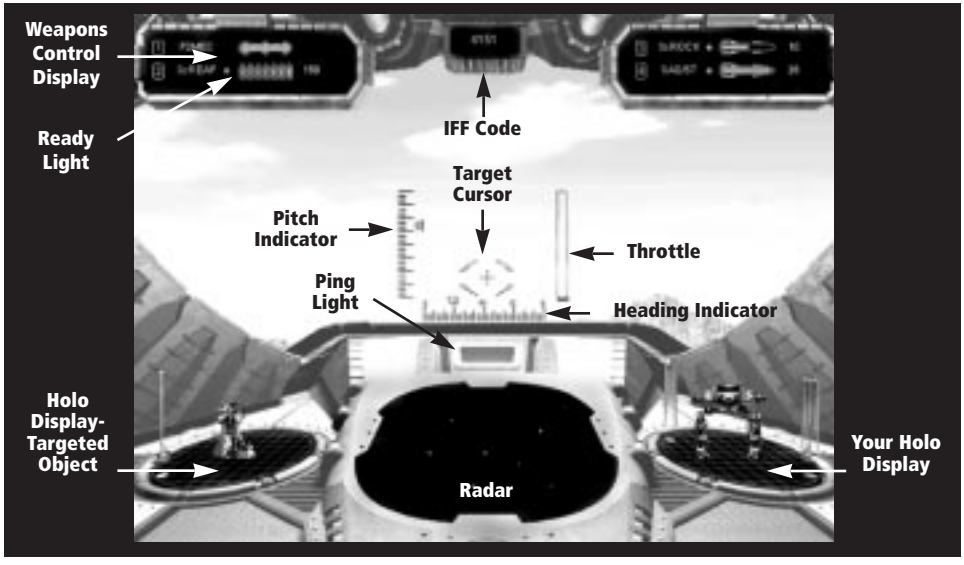
You can choose from three levels of detail: High, Medium and Low. The Low setting lets you see less detail, but gameplay will be faster. The High setting will show you the greatest detail of terrain and objects; this setting is recommended if you have a 3D graphics accelerator card. The default setting is Medium.

Game Basics

Understanding the basics of your HAWC and the G-NOME world is the first step toward survival. If you find yourself without any wingmen, deep in enemy territory, it is vital that you know how to use your HAWC to protect and defend yourself. The Heads Up Display (HUD) and Cockpit are just a small part of your HAWC. Some HAWCs are also capable of carrying passengers, which means you can be a passenger in other HAWCs.

Heads Up Display (HUD)

This is a sample HUD—become familiar with it, and piloting will become second nature.



Weapons Control Display

The HAWC's available weapons are displayed at the top of the HUD. Each HAWC can have up to four different types of weapons. Each weapon's status is indicated by the status bar beside its name. When the status bar is green, the weapon is ready to fire. If the weapon is an energy weapon, the status bar grows while it recharges; red indicates low energy, yellow indicates medium energy, and green indicates full energy. Ammunition-based weapons display the number of rounds available. The "ready light" that appears next to a weapons status indicates that the weapon is ready for firing. The light will be green if you have a target selected and that target is within range of that weapon. Otherwise, the light will be red.

You fire a weapon using the keyboard or joystick. The keyboard controls are 1 through 4; the joystick controls are Button 1 through Button 4. Weapons are numbered on the screen from top to bottom, and left to right; weapon number 1 is the top left, weapon number 2 is on the bottom left, weapon number 3 is on the top right, and weapon number 4 is on the bottom right.

Tip: When you destroy a HAWC, start "firing into the flames." When the pilot is ejected out of the destroyed HAWC, he will land near the flames of his HAWC. You may be able to kill the pilot before he has a chance to use his GASHR.

Pitch Indicator

The Pitch Indicator shows you the pitch of the weapons, which you can adjust to aim independent of your HAWC. Raise the pitch by pressing the **Down arrow**, and lower the pitch by pressing the **Up arrow**. To re-center the pitch, press the **Spacebar**.

Heading Indicator

The horizontal tick marks in the middle of your front window comprise the Heading Indicator. The green triangle denotes the direction your HAWC is heading, and the yellow triangle indicates the direction in which your HAWC is looking. (The yellow triangle will display on top of the green triangle if there is no torso twisting, e.g. if the HAWC is looking in the same direction as it is heading.)

Waypoints and Waypoint Cursor

Some missions may include preprogrammed waypoints. A waypoint is a navigational aid; it visually guides you to your ultimate goal. Waypoints are numbered for your convenience, and are visible on your radar as two parallel lines. When you reach a waypoint, your waypoint cursor will automatically

change to show the next waypoint.

You can cycle through your waypoints by pressing S on the keyboard. When a waypoint is selected and Auto-pilot is on, your HAWC will automatically head to that selected waypoint. Don't get caught up in watching for your waypoints—danger lurks where you least expect it.

Target Indicator and Target Cursor

The Target Indicator displays only when you have selected a target. If the selected target is on-screen, a yellow crosshair appears and follows the target as it moves. If the selected target is off-screen, a yellow arrow pointing to the left or right shows the target's direction.

The Target Cursor is in the middle of the HUD, and shows what you're seeing. If you are looking directly at your target, the Target Cursor turns yellow. If you have a lock on your target, the Target Cursor changes to red, and shows the distance to the target.

Keystroke	Action
Q	Selects the object within your Target Cursor
E	Targets the nearest enemy
W	Toggles auto-tracking on the current target
Tab	Selects the next closest vehicle or structure
Shift+Tab	Selects the previous target
Ctrl+Tab	Deselects the current target

Throttle Indicator

The Throttle Indicator is the vertical bar to the right of your Heading Indicator. The black line in the Throttle Indicator shows the speed that you want to go; your current speed is shown by the yellow bar. You increase your speed by pressing the plus sign (+) on the numeric keypad, and you decrease your speed by pressing the minus sign (-) on the numerical keypad. Press **Ctrl+Enter** to set the throttle to full speed. If you want to stop your HAWC, press **Enter** on the numeric keypad to set your throttle to zero. Once you set the throttle, it stays at that speed until you change it.

To move in reverse, press the minus sign to decrease your speed; once you reach a dead stop, keep pressing the minus key, and you will start to move in reverse, which displays as red in the Throttle Indicator. Most HAWCs will not be able to travel as quickly in reverse as they do when moving forward.

Torso Twisting

Many HAWCs are capable of torso twisting, although not all HAWCs have equal turning range. One big advantage to torso twisting is that you can fire in a direction different from where you are heading. If you must turn tail and run, at least you can get a few parting shots in as you retreat. Press the comma key (,) to twist left; press the period key (.) to twist right.

The Cockpit

Your HAWC's cockpit will show the Holo displays, Radar, Ping Light, and the Identify Friend or Foe (IFF) code.

Holo Displays

Your HAWC has two Holo displays: one for you, which will always be on the right side of the cockpit, and one for the targeted HAWC, which will always be on the left side of the cockpit.

Your Holo display shows the type of HAWC you're in, the energy level, and the shield level. The energy level is on the left of the display. Your energy level will decrease when you are moving, have been hit by an enemy, or have fired a weapon. Your energy level affects when your weapons can be fired. The shield level is the big bar on the outside of the Holo display. Green denotes a high level (or availability), yellow a medium level, and red denotes a serious deficiency. When you see red, run!

The enemy's Holo display shows damage that you've inflicted. The bar indicates the enemy's shields. Green represents full shields; as you hit your target successively, the damage will be reflected by a yellow bar. The damage meter changes to red when the HAWC is most vulnerable. Fire at will!

Both Holo displays will show damage to specific parts. As parts of a HAWC are hit, the display will reflect that hit by changing from green (little or no damage) to yellow (moderate damage) to red (watch out, buddy—you're about to be ejected!).

Radar

The Radar shows the position of all HAWCs and other vehicles within range in the area. Friendly HAWCs are displayed in green, enemy vehicles in red, and unoccupied vehicles in blue. The targeted HAWC is shown in yellow. Soldiers appear as a dot on the Radar while their weapons are recharging. You can zoom in and out on the radar; use the **X** key to zoom out, and use the **Z** key

to zoom in for a closer view. Tick marks indicate distance of objects on radar. The more zoomed in you are on the radar, the farther apart the tick marks will be. When you zoom out, the tick marks appear closer together.

✚ HAWCs	• Soldier
✕ Towers	= Waypoints
□ Buildings	

Ping Light

The Ping Light will flash red if an enemy is targeting your HAWC. Better move fast, or you may be toast.

Communication

There are two types of communication: limited range and extended range. Limited-range communication is available when you can see your team members. Extended-range communication is made possible by the existence of a friendly Latlon COMM Array (COMM).

To communicate between team members, you must have the same Identify

> Tip: Because you will always be in enemy territory, they will have the advantage of long-range communication. You can neutralize the enemy's advantage by locating and destroying the enemy's Latlon Comm Array.

Friend or Foe (IFF) code. In some HAWCs, your IFF code appears above the radar in the cockpit. In others, it appears as part of the HUD. The IFF code is a 4-digit octal value, unique to each race. You can change the IFF code of any HAWC or building you are in by using the U, I, O, and P keys. These will cycle through the first digit through the last digit of the code, respectively.

When you enter an enemy's building (all buildings except towers), you will be able to see their IFF code; you can quickly reset the IFF code to your race's by pressing **Y**. When you enter a neutral building, its neutrality is violated, and its IFF code is set to your code.

In single-player mode, you can choose to whom you want to send messages.

Press **F1** to send the message to all of your wingmen; press **F2** to send the message to Kylie; press **F3** to send the message to Thane; and press **F4** to send the message to Sheridan or Wilkins. Here are the messages that you can send:

Keystroke	Message	
	No Target Selected	**Target Selected**
F1	Change IFF	Attack the targeted HAWC
F2	Defend me	Defend targeted HAWC
F3	Move to me	Move to targeted HAWC
F4	Occupy me	Occupy targeted HAWC
F5	Follow me	Follow targeted HAWC
F6	Eject	
F7	Abort the current task	
F8	Enter free-fire mode	
F9	Send signal	
F10	Self-destruct	Sabotage targeted HAWC

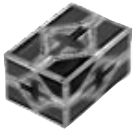
Note: If you tell your wingman to "occupy me", and you are not in a HAWC that allows passengers, the wingman will ignore your order.

In network play, pressing **F1** will send whatever message you type in to all the players. If you want to send a message only to the players on your IFF code, press **F2**, then enter your message.

Crates

Scattered throughout the network missions are crates to help you survive. Crates contain items that can restore health or ammo.

There are three different types of crates: health, ammo, and the mystery crate



Health

The health crate replenishes your armor.

The ammo crate replenishes your ammunition stores; energy weapons will not be affected.

Ammo

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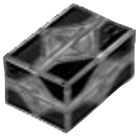


The mystery crate may contain one of several items; you won't be able to find out what until you collect it. It could be a new weapon, a booby-trapped bomb, or a stealth device that would render you invisible on the enemy's radar. You just never know what might be in the mystery crate. It's kind of like a blind date. You take your chances, and run like hell if it's a dog.

Mystery

Passengers

Tanks, Hovercraft, and Heavy Cruisers can carry passengers. If the pilot of a vehicle is the same race (team) as you are, you can hitch a ride in that vehicle. When you hitch a ride, you will find yourself in the cargo hold of the HAWC. You will still be able to see where the HAWC is traveling, but you will not be able to control its movements. To eject, press **Backspace**. If you are a pilot and want to eject your passengers, press **Ctrl+Backspace**.

Auto-Eject

If a vehicle or structure is destroyed, any personnel inside, including

Tip: Players can also enter buildings. You may want to enter a building to get more weapons, set a self-destruct code, obtain enemy IFF codes, or turn off bridge switches.

passengers, are automatically ejected. Merc vehicles do not have auto-eject capabilities. No structures, except for guard towers, can auto-eject passengers.

Self-Destruct

You can self-destruct a HAWC or a structure. To initiate the self-destruct sequence, press **Ctrl+86**. To abort a self-destruct sequence, **press Ctrl+68**.

Mission Briefings

Before you begin your foray into the jaws of death, you will be briefed on the objectives of the mission. As you hear the mission objectives, you also will see a mission map, depicting terrain and waypoints. Mountains appear as elevations (e.g. the higher the point on the map, the lighter the color). Rivers are blue (unless they're molten), and bridges, if available, cross over the rivers. Waypoints will be numbered, and areas discussed in the briefing are highlighted on the map. An X appears on the map to mark your current location; it will mark your beginning position at the start of the mission, and

your current location during a mission.

The main objectives of the mission appear as bullet points. During the mission, as these objectives are accomplished, they will be checked off the list. You must complete the primary objectives to consider the mission a success.

> Tip: If you want to check your location during a mission, press B to display the mission map.

Scoring

Scoring is managed differently for single-player games than it is for network gameplay. You do not receive a point score for single-player games; the mission is considered a success if you complete the mission objectives. Multi-player gamers receive a score based on Kills and Damage.

At the end of a multi-player game, a Scoring screen will appear. The winner will be the first on the list, followed by the other players based on their scores. Kills to players and vehicles is listed first, then damage dealt and taken is shown. The amounts are represented by a color: green, yellow, or red. Green represents the highest score, yellow is everything else, while red is the worst you can do (in that game). The winner of a multi-player deathmatch game is the one who kills the most players; however, a top score in any category is a quite an accomplishment. In cooperative multi-player games, the team who kills the most players wins.

Multiplayer Games

You can play G-NOME over a network using a modem or a serial connection.

Playing over a Network

You can play G-NOME over a network using the IPX/SPX protocol or the TCP/IP protocol or any other protocol supported by DirectX 3.0a (or higher). Make sure you have one of the protocols installed properly before starting a network game. (If you are not sure about which protocol you have, see your system administrator.) G-NOME supports up to eight players per game on a network.

The person who starts a network game is the host and can set conditions for other players. See the Network Game Options section for more information.

To host a network game:

1. On the Main menu screen, click Network.
2. On the left sidebar, click Protocol. A list of options displays in the middle of the screen.
3. Click the protocol that is installed on your system. (The list will vary based on what you have installed on your system.)
4. Click Host to create a new network game. A list of available games appears.
5. Type a name for the new game and press **Enter**.
6. Enter a name for your call sign and press **Enter.**
7. Set your game options. (These options will vary based on the type of network game you choose.)
8. Choose your vehicle and race, then change your status to Go.
9. Click Launch when you are ready to begin the game.

To join a network game:

1. On the Main menu screen, click Network.
2. On the left sidebar, click Protocol. A list of options displays in the middle of the screen.
3. Click the protocol that is installed on your system. (The list will vary based on what you have installed on your system.)
4. Click Join. A list of available games appears.

Note: If you are playing a network game over the Internet, you will be prompted to enter the IP address of the game's host.

5. Click the name of the game you want to join.
6. Enter a name for your call sign and press **Enter.**
7. Choose your vehicle and race, then change your status to Go. When everyone is ready, the host will launch the game.

Playing over a Modem

You can play G-NOME head-to-head by modem. You will need to know to which port your modem is connected and what baud rate it has. (DirectPlay™ requires a 9600 baud rate modem.)

If you are going to initiate the call to the other player, you will be the joiner,

and the other player will be the host.

To host a modem game:

1. On the Main menu screen, click Network.
2. On the left sidebar, click Protocol. A list of options displays in the middle of the screen.
3. Click the modem protocol that is installed on your system. (The list will vary based on what you have installed on your system.)
4. Click Host to create a new modem game.
5. Type a name for the new game and press Enter, then give yourself a call sign.
6. Set your game options, then click Done. (These options will vary based on the type of network game you choose.)
7. In the Modem Connection dialog box, click the Answer button. The Waiting dialog box appears, and will wait for a joiner to connect.
8. Set your status to Go, and then click Launch when you are ready to begin the game.

To join a modem game:

1. On the Main menu screen, click Network.
2. On the left sidebar, click Protocol. A list of options displays in the middle of the screen.
3. Click the modem protocol that is installed on your system. (The list will vary based on what you have installed on your system.)
4. Click Join. A dialog box opens.
5. Enter the host's phone number and click Connect. (Use your modem's standards for dialing. For example, if you dial 9 to get an outside phone line, you may need to use a comma after the 9.) A game list appears.
6. Click the name of the game you want to join, then change your status to Ready.

Note: If you have any problems connecting, or if your computer cannot find your modem, check your modem documentation. You can also get help on setting up a modem by going to the Windows desktop and pressing **F1** for Windows help.

Network Game Options

There are two kinds of network games: Death matches or Cooperative games. The options available for network games depend on the type of game you choose to play. The host of a network game sets the options for the game.

Team Play

If you will be playing a deathmatch, you can choose to play as teams, or go on a free-for-all killing spree. Team play offers scenarios where you work with other members to accomplish a certain objective. In deathmatch scenarios, it's survival of the strongest and smartest.

AI Players

If you turn this option on, the computer will control available players during the network game. Not only will you be playing against network players, but you also will have to contend with the computer's moves!

HAWC Regeneration

This option lets you turn on and off the ability for HAWCs to regenerate when they are destroyed. The default is on.

Frag Limit

You can set the number of kills a player must achieve to win the deathmatch. Choose from 1 to 10, or Unlimited.

Launching, Rejecting, and Aborting the Mission

As the game's host, you can launch the mission by clicking the Launch button on the right sidebar. You do this when each player's status is set to Go. You can also reject a player by highlighting the name and clicking the Reject button on the right sidebar. To cancel the game before it begins, click the Abort button on the right sidebar (a joiner may also choose not to take part in a game by aborting before it starts).

Chat Area

While waiting for a network game to launch, you can chat with other players. The program will automatically generate Trivia topics, if you cannot think of any small talk.

Saving and Loading Games

You can save a single-player mission once you have completed it. On the Main menu screen, click Save. The Save Game screen displays. Click on an empty slot and then type a name for the game. You can overwrite a saved game by clicking on its slot and typing a new name. There are 20 slots for

games. If you run out of game slots, save over a previously saved game. Click Save when you are ready to save the game, or click Cancel to exit the Save Game screen without saving a game.

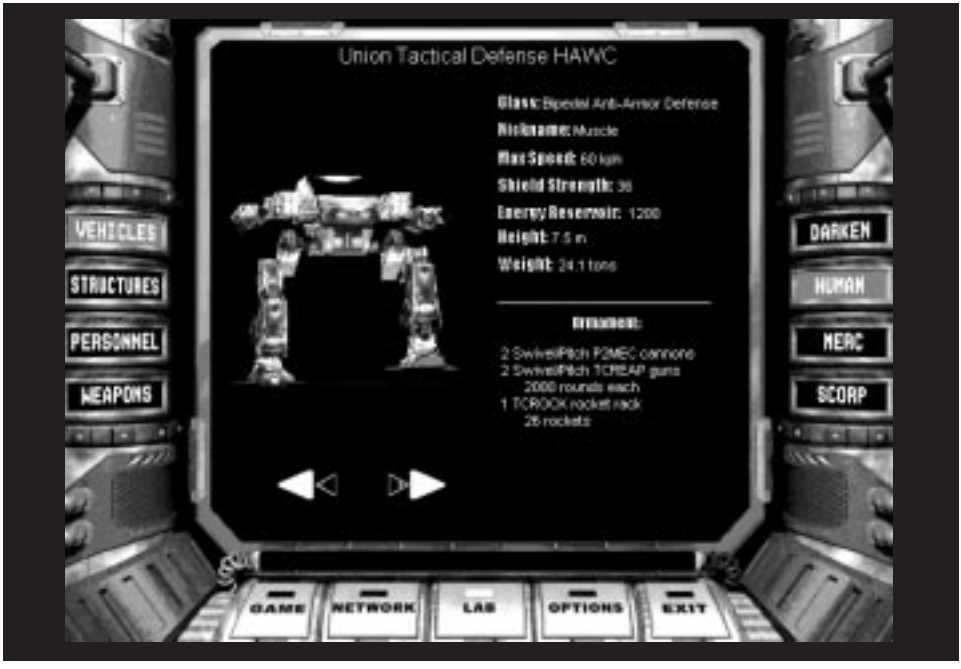
To load a game, go to the Main menu and click Load. The Load Game screen displays the names of the games you have saved. Click a game name to select it, then click Load.

G-NOME's Lab

You can view the structures and vehicles for each race in the Lab. Click the Lab button. The left sidebar displays Vehicles, Structures, Personnel, and Weapons, while the right sidebar displays the races. Click which race you want and what you want to view. The reference section for each race also displays vehicles, structures and weapons, and gives you a synopsis of each.

Race Reference

This reference section contains images and descriptions of the personnel, vehicles, structures, and weapons—categorized by race. Information on these pages could mean the difference between survival and destruction. Take heed, my friend.



Human

Home Planet: Earth

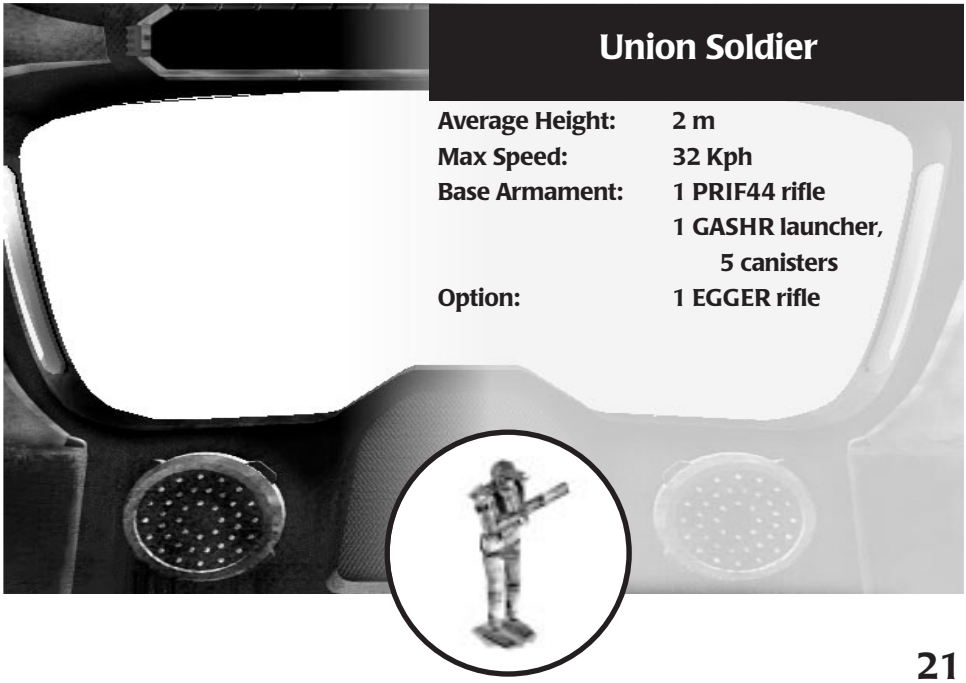
The Human race has relied on technical diversity and individual autonomy to achieve near-superiority in several systems of the Reyman Spiral. The feared Union Intelligence Agency, the special forces of the Human military, has established an impressive arsenal. It is built around the extremely versatile and lethal tactical defense HAWC known as the "Muscle," affectionately referred to as the "JayHAWC" by Union pilots. Many races, the Scorp in particular, bear a special grudge against the Humans that dates back to conflicts arising from the arrival of the race in the Reyman Spiral nearly two centuries ago.

Personnel

Vehicles

Structures

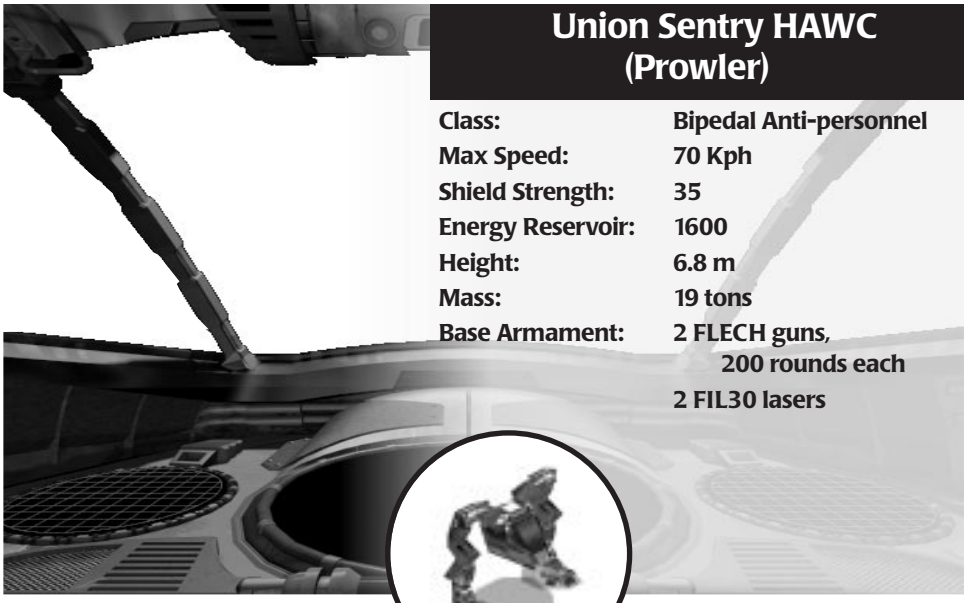
Meson Tower



Equipped with two universal GAUS20 Revised Augmented Gauss Ion cannons.

Union Sentry HAWC (Prowler)

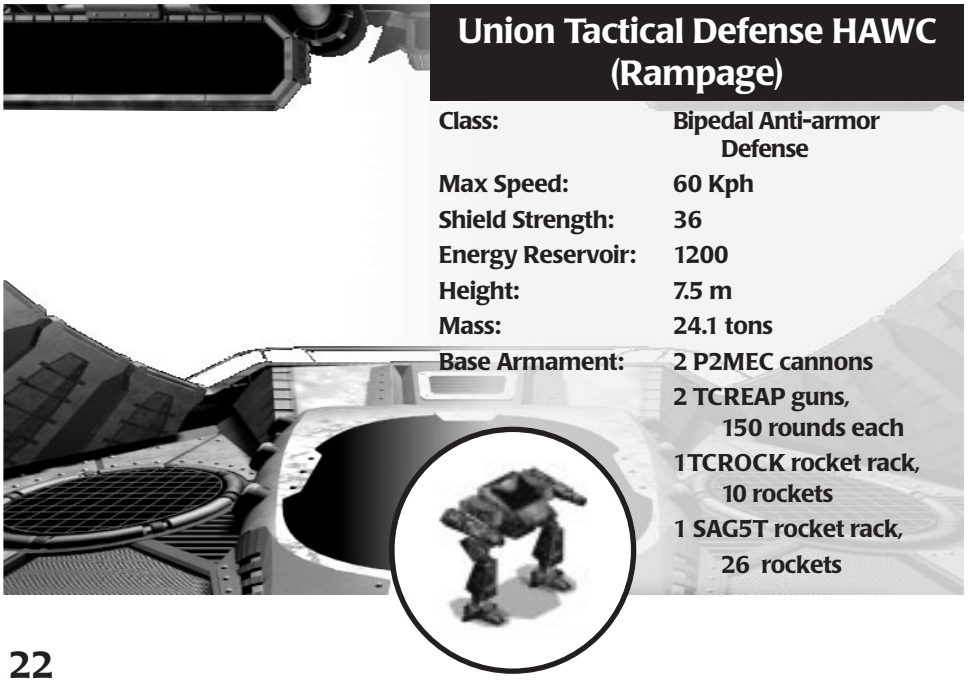
Class:	**Bipedal Anti-personnel**
Max Speed:	**70 Kph**
Shield Strength:	**35**
Energy Reservoir:	**1600**
Height:	**6.8 m**
Mass:	**19 tons**
Base Armament:	**2 FLECH guns, 200 rounds each**
	2 FIL30 lasers



Extremely lethal to armor and

Union Tactical Defense HAWC (Rampage)

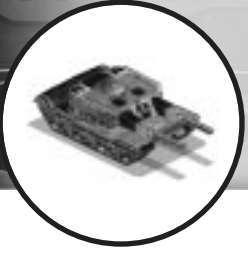
Class:	**Bipedal Anti-armor Defense**
Max Speed:	**60 Kph**
Shield Strength:	**36**
Energy Reservoir:	**1200**
Height:	**7.5 m**
Mass:	**24.1 tons**
Base Armament:	**2 P2MEC cannons**
	2 TCREAP guns, 150 rounds each
	1TCROCK rocket rack, 10 rockets
	1 SAG5T rocket rack, 26 rockets



Union Heavy Assault HAWC (Lion)

Class:	**Multipedal Assault**
Max Speed:	**90 Kph**
Shield Strength:	**90**
Energy Reservoir:	**2200**
Height:	**14.7 m**
Mass:	**57 tons**
Base Armament:	**2 P2MEC cannons**
	2 TCREAP guns, 1500 rounds each
	1 TCROCK missile rack, 50 missiles
	1 VISOM missile rack, 30 missiles

Union Armored Support Vehicle (Titan)



Class:	**Treaded Assault**
Max Speed:	**72 Kph**
Shield Strength:	**30**
Energy Reservoir:	**800**
Height:	**3.1 m**
Mass:	**7 tons**
Base Armament:	**2 TCROCK rocket racks, 30 rockets each**
	1 TCREAP gun, 300 rounds

Union Airborne Insurgence Platform (Rapier)

Class:	**Hovercraft**
Max Speed:	**100 Kph**
Shield Strength:	**20**
Energy Reservoir:	**1900**
Height:	**2.7 m**
Mass:	**3 tons**
Base Armament:	**1 ARCM cannon**
	1 TCREAP gun, 220 rounds

Cargo Bay (Passenger View)

Press Backspace to eject.

shields at short-medium range. Externally powered by electro-chemical power plant.

Rocket Tower
Equipped with 2 60-rocket High-explosive Tricore tritium rocket racks. Self-contained power supply.

Sweep Turret
Also known as an auto-turret. Automated anti-personnel defense structure containing up to two POPPR Riot-suppression machine guns. Identifies friend or foe via IFF code intercept.

Pop-up Turret
Automated turrets target friend or foe via IFF intercept.

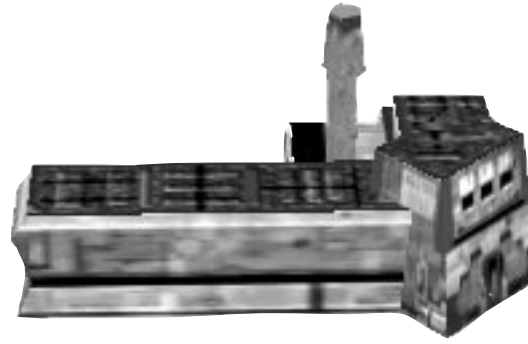
Pop-up Turret Control Building
Provides power and guidance to pop-up turrets. Also controls IFF codes for turrets.

Headquarters
Location of regional military government.

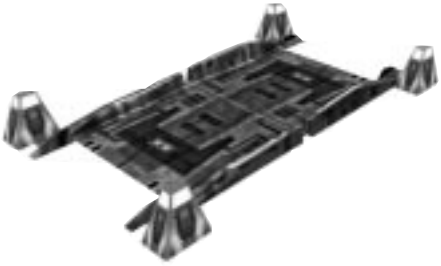
Electro-Chemical Power Plant
Provides power and life-support for permanent structures. Sole source of power for perimeter defense barriers. Sole source of power for meson towers.

Shield Generator Facility
Provides static-shield force-field for permanent structures. Shielded structures may not be entered by unfriendly personnel.

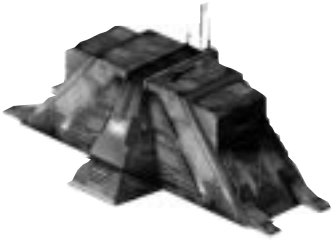
Research Laboratory
This facility specializes in cloning and recombination research.



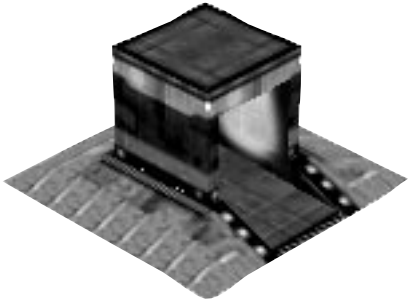
Drawbridge
Spans aquatic and molten rivers, allowing all to cross.



Bridge Control Building
Contains the only mechanism for raising and lowering drawbridges.



Vehicle Delivery System
Ground-level access to a massive subterranean delivery bay.



Weapons

Scorp

Home Planet: Entarea

The Entareans earned their nickname "Scorp" from the Humans, one of the opponents in the First Vertile War. The Entareans oppressive campaign was spearheaded by giant Entarean HAWC Cruisers that resembled the scorpion

FII30	
Description	**Field Ionization Laser**
Type	**Anti-personnel**
Velocity	**2000**
Lethality	**10**
Recharge Rate	**Slow**
Energy Usage	**2**
Range	**150 m**
Shield Diffusion (%)	**99**
Shield Damage	**4**
Armor Damage	**8**
Damage Points within Radius	**2 within 25 m**

P2MEC

Description	**Pulse Plasma Meson Cannon**
Type	**Anti-armor**
Velocity	**2000**
Lethality	**18**
Recharge Rate	**Slow**
Energy Usage	**2**
Range	**300 m**
Shield Diffusion (%)	**90**
Shield Damage	**6**
Armor Damage	**18**
Damage Points within Radius	**2 within 2.4 m**

SAG5T

Description	**Guided Missile**
Type	**Armor-piercing**
Velocity	**700**
Lethality	**38**
Recharge Rate	**Slow**
Energy Usage	**0**
Range	**800 m**
Shield Diffusion (%)	**95**
Shield Damage	**2**
Armor Damage	**28**
Damage Points within Radius	**10 within 16.25 m**

VISOM

Description	**Fly-by-wire AP Missile**
Type	**Armor-piercing**
Velocity	**700**
Lethality	**38**
Recharge Rate	**Slow**
Energy Usage	**0**
Range	**1000 m**
Shield Diffusion (%)	**95**
Shield Damage	**2**
Armor Damage	**28**
Damage Points within Radius	**10 within 18.75 m**

FLECH

Description	Frame-mounted Flechette Gun
Type	Anti-personnel
Velocity	500
Lethality	6
Recharge Rate	Fast
Energy Usage	0
Range	100 m
Shield Diffusion (%)	99
Shield Damage	1
Armor Damage	3
Damage Points within Radius	12 within 7.5 m

TCROCK

Description	Tricore Ballistic Rocket
Type	Anti-armor
Velocity	700
Lethality	24
Recharge Rate	Medium
Energy Usage	0
Range	450 m
Shield Diffusion (%)	95
Shield Damage	2
Armor Damage	12
Damage Points within Radius	14 within 18.75 m

TCREAP

Description	Tricore Tritium Reaper Gun
Type	Armor-piercing
Velocity	650
Lethality	4
Recharge Rate	Fast
Energy Usage	0
Range	150 m
Shield Diffusion (%)	99
Shield Damage	1
Armor Damage	4
Damage Points within Radius	6 within 7.5 m

GRAY7

Description	**Grayson Corporation 7MM Long-range Shield-killer**
Type	**Anti-armor**
Velocity	**2000**
Lethality	**15**
Recharge Rate	**Slow**
Energy Usage	**2**
Range	**625 m**
Shield Diffusion (%)	**90**
Shield Damage	**10**
Armor Damage	**15**
Damage Points within Radius	**2 within 12.5 m**

ARCM

Description	**Airborne Recharge Minimized Pulse Weapon**
Type	**Anti-armor**
Velocity	**2000**
Lethality	**14**
Recharge Rate	**Slow**
Energy Usage	**0**
Range	**300 m**
Shield Diffusion (%)	**90**
Shield Damage	**6**
Armor Damage	**18**
Damage Points within Radius	**2 within 2.5 m**

from the Humans' home planet. Scorp are the most ruthless of the powerful races in the Spiral and, with the possible exception of the Humans, they are the most aggressive colonizers. The Scorp arsenal is moderately powerful and most effective from longer ranges, although the tactical defense bipedal HAWC is very strong in close combat.

Personnel

Vehicles

Structures

Scorp Imperial Warrior

Average Height:	**2.25 m**
Max Speed:	**24 Kph**
Base Armament:	**1 PRIF44 rifle**
	1 GASHR launcher, 5 canisters
Option:	**1 EGGER rifle**

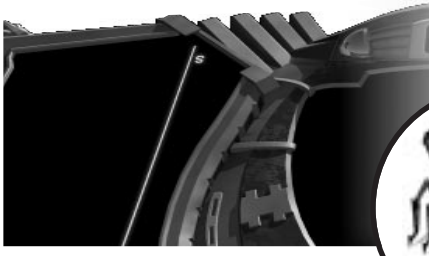
Scorp Sentry HAWC (Jinx)

Class:	**Bipedal Anti-personnel**
Max Speed:	**56.25 Kph**
Shield Strength:	**42**
Energy Reservoir:	**800**
Height:	**6.3 m**
Mass:	**17.2 tons**
Base Armament:	**2 CETI lasers**
	2 zWASP guns, 200 rounds each
	1 SREM missile rack, 20 missiles

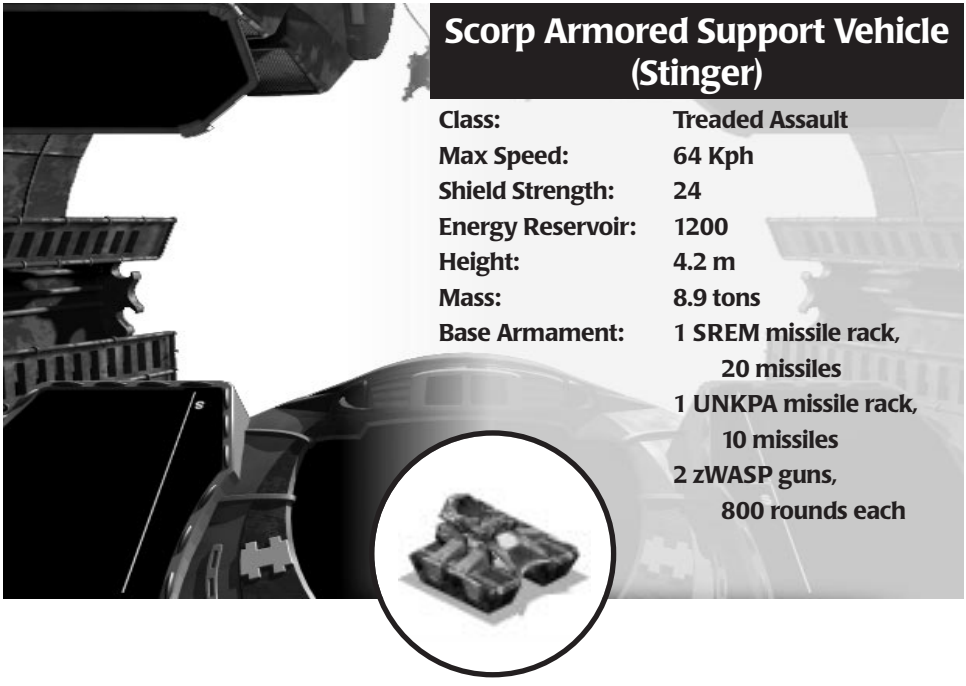
Scorp Tactical Defense HAWC (Predator)

Class:	**Bipedal Anti-personnel**
Max Speed:	**54 Kph**
Shield Strength:	**48**
Energy Reservoir:	**1700**
Height:	**8.9 m**
Mass:	**20.7 tons**
Base Armament:	**2 RAID lasers** **2 zWASP guns, 500 rounds each** **1 HSSO missile rack, 15 missiles**

Scorp Heavy Assault HAWC (Scorpion)

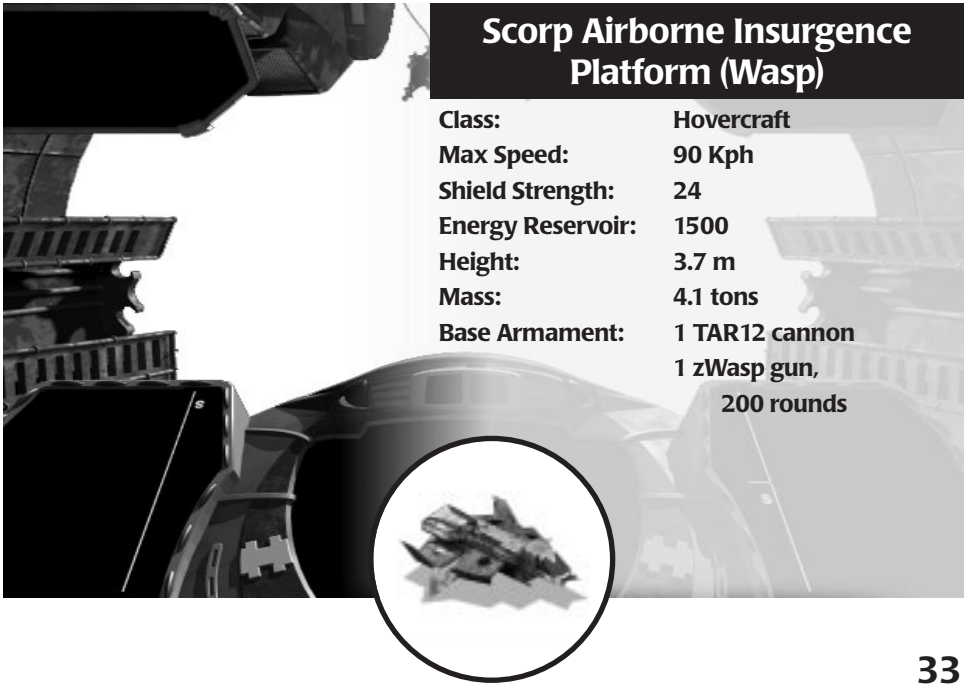


Class:	**Multipedal Cruiser**
Max Speed:	**30 Kph**
Shield Strength:	**72**
Energy Reservoir:	**1900**
Height:	**8.6**
Mass:	**36.4 tons**
Base Armament:	**2 zWASP guns, 1000 rounds each** **2 LRIP lasers** **1 HSSO missile rack, 10 missiles** **1 SREM missile rack, 30 missiles** **1 VISOM missile rack, 20 missiles**



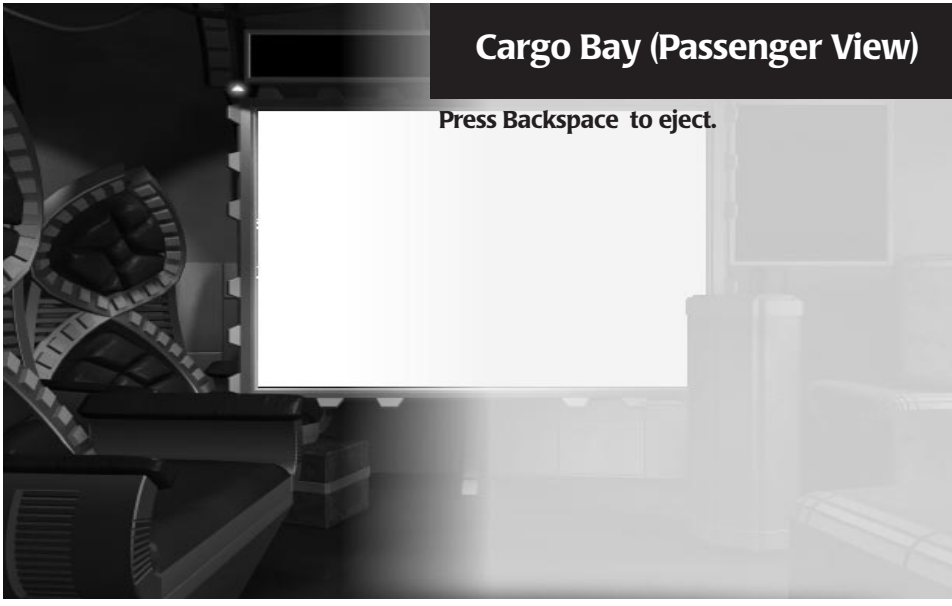
Scorp Armored Support Vehicle (Stinger)

Class:	**Treaded Assault**
Max Speed:	**64 Kph**
Shield Strength:	**24**
Energy Reservoir:	**1200**
Height:	**4.2 m**
Mass:	**8.9 tons**
Base Armament:	**1 SREM missile rack, 20 missiles** **1 UNKPA missile rack, 10 missiles** **2 zWASP guns, 800 rounds each**



Scorp Airborne Insurgence Platform (Wasp)

Class:	**Hovercraft**
Max Speed:	**90 Kph**
Shield Strength:	**24**
Energy Reservoir:	**1500**
Height:	**3.7 m**
Mass:	**4.1 tons**
Base Armament:	**1 TAR12 cannon** **1 zWasp gun, 200 rounds**



Meson Tower
Equipped with one universal GAUS30 Revised Augmented Gauss Ion Cannon. Extremely lethal to armor and shields at short-medium range. Externally powered by electro-chemical power plant.

Rocket Tower
Equipped with 2 50-rocket UNKPA long-range anti-armor rocket racks. Self-contained power supply.

Sweep Turret
Also known as an auto-turret. Automated anti-personnel defense structure containing up to two POPPR riot-suppression machine guns. Identifies friend or foe via IFF

code intercept.

Pop-up Turret
Automated turrets target friend or foe via IFF intercept.

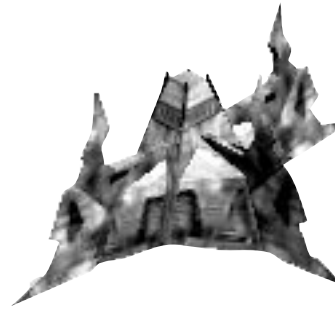
Pop-up Turret Control Building
Provides power and guidance to pop-up turrets. Also controls IFF codes for turrets.

Headquarters

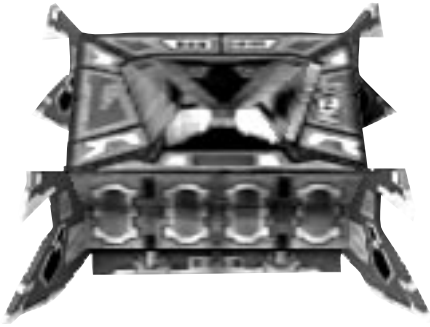
Location of regional military government.

Electro-Chemical Power Plant
Provides power and life-support for permanent structures. Sole source of power for perimeter defense barriers and meson towers.

Shield Generator Facility
Provides static-shield force-field for permanent structures. Shielded structures may not be entered by hostile personnel.



Mine Control Building
Found near an array of mines.

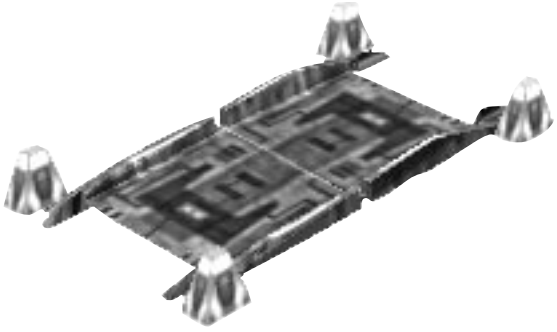


Research Laboratory
Top-secret genetic lab responsible for the
G-NOME experiments over the last decade.

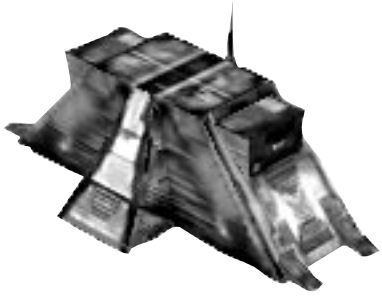
Latlon COMM Array
Provides enhanced communications capabilities for friendly forces within LATLON region. Disruption or loss of LATLON array severely limits radar, communication, and

sighting capabilities of friendly combat vehicles and structures.

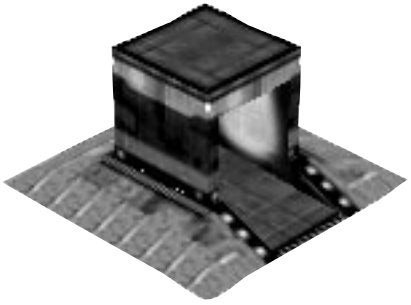
Drawbridge
Spans aquatic and molten rivers, allowing all to cross.



Bridge Control Building
Contains the only mechanism for raising and lowering drawbridges.



Vehicle Delivery System
Ground-level access to a massive subterranean delivery bay.



Weapons

Darken

Home Planet: Sstahh

The Sstahhli, or "Darkens," are a short, stout, and normally non-aggressive race. After a long history of "offensive

neutrality," the Darken civilization has found itself

LRIP

Description	**Long-range Ion Pulse Laser**
Type	**Anti-armor**
Velocity	**2000**
Lethality	**18**
Recharge Rate	**Slow**
Energy Usage	**3**
Range	**637.94 m**
Shield Diffusion (%)	**90**
Shield Damage	**6**
Armor Damage	**18**
Damage Points within Radius	**1 within 12.5 m**

CETI

Description	**Tau Ceti Anti-shield Med-range Laser**
Type	**Anti-personnel**
Velocity	**2000**
Lethality	**15**
Recharge Rate	**Slow**
Energy Usage	**2**
Range	**342.63 m**
Shield Diffusion (%)	**95**
Shield Damage	**10**
Armor Damage	**15**
Damage Points within Radius	**2 within 31.25 m**

RAID

Description	**All-purpose Med-range Assault Laser**
Type	**Anti-personnel**
Velocity	**2000**
Lethality	**12**
Recharge Rate	**Slow**
Energy Usage	**2**
Range	**276.75 m**
Shield Diffusion (%)	**99**
Shield Damage	**4**
Armor Damage	**12**
Damage Points within Radius	**8 within 25 m**

HSSO

Description	Hunter-Seeker Stand-off Defense Missile
Type	Anti-armor
Velocity	750
Lethality	20
Recharge Rate	Slow
Energy Usage	0
Range	789 m
Shield Diffusion (%)	95
Shield Damage	3
Armor Damage	10
Damage Points within Radius	10 within 31.25 m

SREM

Description	Short-Range Explosive Missile
Type	Anti-personnel
Velocity	700
Lethality	12
Recharge Rate	Medium
Energy Usage	0
Range	468.75 m
Shield Diffusion (%)	95
Shield Damage	3
Armor Damage	6
Damage Points within Radius	12 within 31.25 m

UNKPA

Description	Long-range Rocket
Type	Armor-piercing
Velocity	700
Lethality	20
Recharge Rate	Slow
Energy Usage	0
Range	451.5 m
Shield Diffusion (%)	95
Shield Damage	2
Armor Damage	13
Damage Points within Radius	5 within 25 m

zWASP

Description	**Wide-Area Suppression Gun**
Type	**Anti-personnel**
Velocity	**500**
Lethality	**7**
Recharge Rate	**Fast**
Energy Usage	**0**
Range	**94.25 m**
Shield Diffusion (%)	**99**
Shield Damage	**1**
Armor Damage	**7**
Damage Points within Radius	**7 within 13.75 m**

TAR12

Description	**Tactical Airborne Recharge-Minimized Ion Gun**
Type	**Anti-armor**
Velocity	**2000**
Lethality	**14**
Recharge Rate	**Slow**
Energy Usage	**0**
Range	**500.5 m**
Shield Diffusion (%)	**90**
Shield Damage	**6**
Armor Damage	**18**
Damage Points within Radius	**1 within 12.5 m**

besieged on several fronts by more aggressive races including the Scorp and the Humans. While the Darken arsenal is limited (they typically field only two classes of biped, a treaded APC and sometimes a primitive airborne insurgence vehicle), it is heavily armored and extremely effective in close-quarter combat. It is said that the Darkens put the "Heavy" in "Heavy-Armor Weapons Chassis."

Personnel

Vehicles

Darken Infantry

Average Height:	**1.5 m**
Max Speed:	**18 Kph**
Base Armament:	**1 PRIF44 rifle**
	1 GASHR launcher, 5 canisters
Option:	**1 EGGER rifle**

Darken Sentry HAWC (Talon)

Class:	**Bipedal Anti-personnel**
Max Speed:	**75 Kph**
Shield Strength:	**60**
Energy Reservoir:	**1000**
Height:	**6.3 m**
Mass:	**18 tons**
Base Armament:	**2 CHUM missile racks, 50 missiles per rack**
	2 RUPP lasers

Darken Tactical Defense HAWC (Stalker)

Class:	**Bipedal Anti-personnel**
Max Speed:	**67.5 Kph**
Shield Strength:	**50**
Energy Reservoir:	**1500**
Height:	**7.9 m**
Mass:	**23 tons**
Base Armament:	**2 HOMP11 lasers** **2 DASY guns, 200 rounds each**

Darken Armored Support Vehicle (Boulder)

Class:	**Treaded Assault**
Max Speed:	**68 Kph**
Shield Strength:	**35**
Energy Reservoir:	**1300**
Height:	**3.8 m**
Mass:	**6.2 tons**
Base Armament:	**1 CHUM missile, 30 missiles** **1 DASY gun, 400 rounds**

Darken Airborne Insurgence Platform (Vulture)

Class:	**Hovercraft**
Max Speed:	**95 Kph**
Shield Strength:	**25**
Energy Reservoir:	**1600**
Height:	**2.9 m**
Mass:	**3.4 tons**
Base Armament:	**1 WART pulse weapon** **1 DASY gun, 200 rounds**

Cargo Bay (Passenger View)

Press Backspace to eject.

Meson Tower

Equipped with one universal GAUS30 Revised Augmented Gauss Ion Cannon. Extremely lethal to armor and shields at short-medium range. Externally powered by electro-chemical power plant.

Rocket Tower

Equipped with up to 100 CHUM high-explosive ballistic rockets. Self-contained power supply.

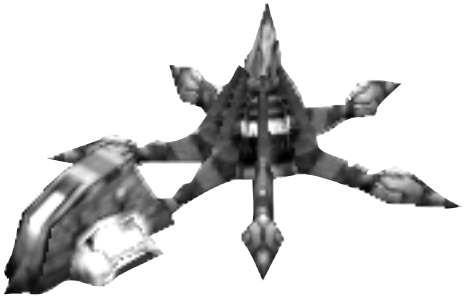
Sweep Turret
Also known as an auto-turret.
Automated anti-personnel defense structure containing up to two POPPR riot-suppression machine guns. Identifies
friend or foe via IFF code intercept.

Pop-up Turret
Automated turrets target friend or foe via IFF intercept.

Pop-up Turret Control Building
Provides power and guidance to pop-up turrets. Also controls IFF codes for turrets.

Headquarters
Location of regional military government.

Electro-Chemical Power Plant
Provides power and life-support for permanent structures. Sole source of power for perimeter defense barriers and meson towers.



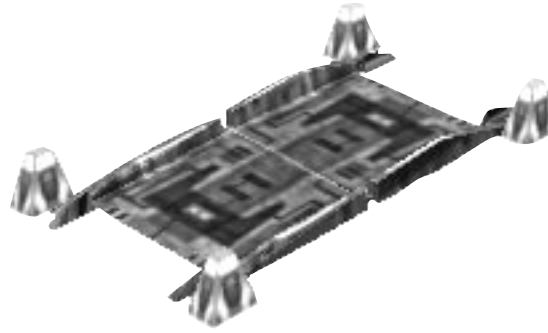
Shield Generator Facility
Provides static-shield force-field for permanent structures. Shielded structures may not be entered by hostile personnel.

Motor Pool
Chassis Assembly Plant and HAWC assembly, repair, and storage facility.

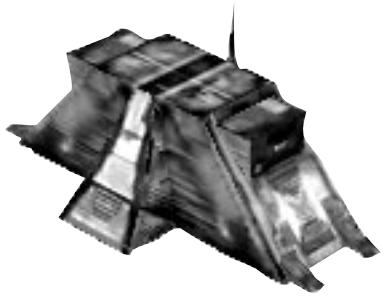
Latlon COMM Array

Provides enhanced communications capabilities for friendly forces within LATLON region. Disruption or loss of LATLON array severely limits radar, communication, and sighting capabilities of friendly combat vehicles and structures.

Drawbridge
Spans aquatic and molten rivers, allowing all to cross.

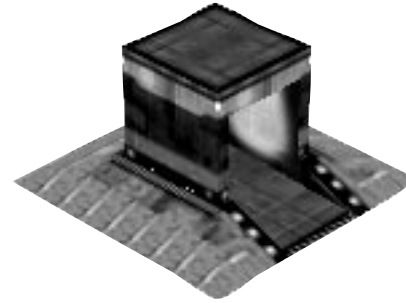


Bridge Control Building



Contains the only mechanism for raising and lowering drawbridges.

Vehicle Delivery System
Ground-level access to a massive subterranean delivery bay.



Weapons

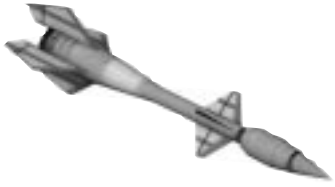
HOMP11

Description	High-Output Multi-Pulse Long-range Laser
Type	Anti-armor
Velocity	2000
Lethality	14
Recharge Rate	Slow
Energy Usage	3
Range	625 m
Shield Diffusion (%)	95
Shield Damage	10
Armor Damage	14
Damage Points within Radius	1 within 12.5 m

RUPP

Description	Enhanced Med/short-range Laser
Type	Anti-armor
Velocity	2000
Lethality	18
Recharge Rate	Slow
Energy Usage	2
Range	325 m
Shield Diffusion (%)	90
Shield Damage	6
Armor Damage	18
Damage Points within Radius	2 within 25 m

PUG



Description	Long-range Guided Missile
Type	Armor-piercing
Velocity	700
Lethality	48
Recharge Rate	Slow
Energy Usage	0
Range	625 m
Shield Diffusion (%)	95
Shield Damage	2
Armor Damage	38
Damage Points within Radius	10 within 37.5 m

AIM9

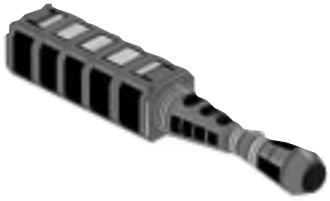
Description	Anti-Insurgence Missile, Medium-range
Type	Anti-armor
Velocity	750
Lethality	30
Recharge Rate	Medium
Energy Usage	0
Range	625 m
Shield Diffusion (%)	95
Shield Damage	3
Armor Damage	20
Damage Points within Radius	10 within 18.75 m

CHUM

Description	High-explosive Ballistic Rocket
Type	Anti-armor
Velocity	700
Lethality	44
Recharge Rate	Medium
Energy Usage	0
Range	450 m
Shield Diffusion (%)	99
Shield Damage	2
Armor Damage	32
Damage Points within Radius	10 within 25 m

DASY

Description	Daisy-May Area-explosive Gun
Type	Anti-personnel
Velocity	650
Lethality	9
Recharge Rate	Fast
Energy Usage	0
Range	150 m
Shield Diffusion (%)	99
Shield Damage	1
Armor Damage	9
Damage Points within Radius	9 within 31.25 m



WART

Description	**Wide-Area Recharge Minimized Turreted Pulse Weapon**
Type	**Anti-armor**
Velocity	**2000**
Lethality	**12**
Recharge Rate	**Slow**
Energy Usage	**0**
Range	**400 m**
Shield Diffusion (%)	**95**
Shield Damage	**10**
Armor Damage	**14**
Damage Points within Radius	**1 within 12.5 m**

Home Planet: Bendia

The Bendians have long been a race of mercenaries (thus their nickname), surviving as technological scavengers of the expanding interstellar community. Through cunning bravado and audacious strategic maneuvering, the Bendians have established themselves as one of the "Great Four" races and are generally acknowledged as the de facto brokers of the huge black market that spans the Spiral. The Merc arsenal is perhaps the largest of the four races, and is certainly the most diverse. The weaponry placed on the Merc platforms is a hodgepodge of borrowed or, more likely, stolen weapons from other vehicles. A Merc Cruiser might contain P2MEC lasers from a Union Lion HAWC, a pair of Darken DASY machine guns, and a rack or two of UNKPA rockets captured during a raid of a Scorp outpost.

Personnel

Bendian Mercenary

Average Height:	2 m
Max Speed:	28 Kph
Base Armament:	1 PRIF44 rifle
	1 GASHR launcher, 5 canisters
Option:	1 EGGER rifle

Vehicles

Structures

Merc Sentry HAWC (Ogre)

Class:	Bipedal Anti-personnel
Max Speed:	85 Kph
Shield Strength:	22
Energy Reservoir:	1100
Height:	6.9 m
Mass:	17.9 tons
Base Armament:	2 RAID lasers
	1 CHUM rocket rack, 25 rockets
	No auto-eject capability

Merc Tactical Defense HAWC (Minotaur)

Class:	**Bipedal Anti-personnel**
Max Speed:	**72 Kph**
Shield Strength:	**50**
Energy Reservoir:	**1700**
Height:	**9.5 m**
Mass:	**26 tons**
Base Armament:	**2 DASY guns, 300 rounds each**
	2 SAG5T missile racks, 40 missiles each
	1 RAID laser
	No auto-eject capability

Merc Cruiser HAWC (WidowMaker)

Class:	**Multipedal Cruiser**
Max Speed:	**45 Kph**
Shield Strength:	**40**
Energy Reservoir:	**1000**
Height:	**12.4 m**
Mass:	**22.3 tons**
Base Armament:	**2 FLECH guns, 150 rounds each**
	1 GAUS20 cannon
	No auto-eject capability

Merc Heavy Assault HAWC (Venom)

Class:	Multipedal Assault
Max Speed:	31.5 Kph
Shield Strength:	70
Energy Reservoir:	1800
Height:	7.9 m
Mass:	27.3 tons
Base Armament:	2 RUPP lasers 2 zWASP guns, 500 rounds each 1 PUG missile rack, 20 missiles 1 VISOM missile rack, 10 rockets
	No auto-eject capability

Merc Armored Support Vehicle (Legionnaire)

Class:	Treaded Assault
Max Speed:	90 kph
Shield Strength:	25
Energy Reservoir:	1200
Height:	4.1 m
Mass:	12 tons
Base Armament:	1 CHUM rocket rack, 40 rockets 1 zWASP gun, 500 rounds
	No auto-eject capability

Merc Airborne Insurgence Platform (Razor)

Class:	**Hovercraft**
Max Speed:	**103.5 kph**
Shield Strength:	**18**
Energy Reservoir:	**1400**
Height:	**3.7 m**
Mass:	**4.3 tons**
Base Armament:	**1 TAR12 laser** **1 TCREAP gun, 500 rounds** **1 DASY gun, 510 rounds**

No auto-eject capability

Cargo Bay (Passenger View)

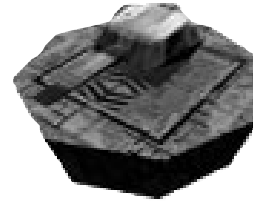
Press Backspace to eject.

Meson Tower
Equipped with one universal GAUS30 Revised Augmented Gauss Ion Cannon. Extremely lethal to armor and shields at short-medium range. Externally powered by electro-chemical power plant.

Rocket Tower
Typically equipped with a combination of Darken CHUM rockets and Scorp UNKPAs. Self-contained power supply.

Sweep Turret
Also known as an auto-turret. Automated anti-personnel defense structure containing up to two POPPR riot-suppression machine guns. Identifies friend or foe via IFF code intercept.

Pop-up Turret
Automated turrets target friend or foe via IFF intercept.

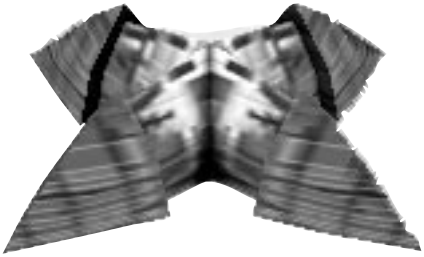


Pop-up Turret Control Building
Provides power and guidance to pop-up turrets. Also controls IFF codes for turrets.

Headquarters
Location of regional military government.

Electro-Chemical Power Plant

Provides power and life-support for permanent structures. Sole source of power for perimeter defense barriers and meson towers.



Shield Generator Facility
Provides static-shield force-field for permanent structures. Shielded structures may not be entered by hostile personnel.

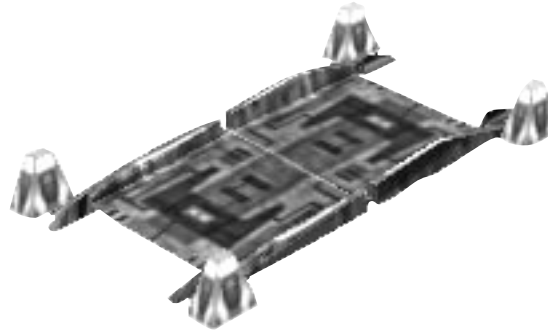
Weapons Depot and Refinery
Source of ammunition resupply, and may offer new weapons.

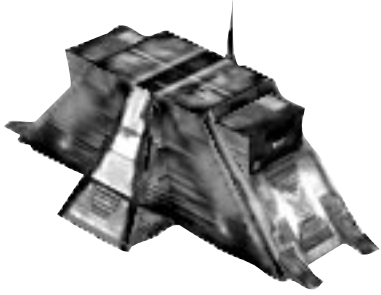
Latlon COMM Array

Provides enhanced communications capabilities for friendly forces within LATLON region. Disruption or loss of LATLON array severely limits radar, communication, and sighting capabilities of friendly combat vehicles and structures.

Citadel
Contains the best of stolen Scorp and Union weapons and genetic research capabilities. Housed in a single laboratory high atop Mesa Caracon.

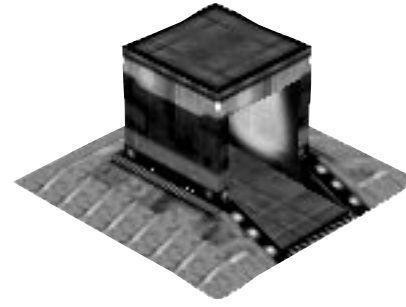
Drawbridge
Spans aquatic and molten rivers, allowing all to cross.





Bridge Control Building
Contains the only mechanism for raising and lowering drawbridges.

Vehicle Delivery System
Ground-level access to a massive subterranean delivery bay.



Elevator
Provides the only access to and from the top of mesas.

UNIVERSAL

The following weapons are universally used by all of

the races in the Reyman Spiral, including Human, Scorp, Darken, and Merc.

Hand-held and universal weapons

Defensive and Offensive Systems

G-NOME involves defensive and offensive systems. Defensive systems include shields and armor, while offensive systems include weaponry. See the section

GAUS30

Description	**Revised Augmented Gauss Ion Cannon**
Type	**Anti-armor**
Velocity	**1000**
Lethality	**160**
Recharge Rate	**Slow**
Energy Usage	**5**
Range	**800 m**
Shield Diffusion (%)	**50**
Shield Damage	**18**
Armor Damage	**17**
Damage Points within Radius	**1 within 25 m**

GAUS20

Description	**Frame-mounted Augmented Gauss Ion Cannon**
Type	**Anti-armor**
Velocity	**1000**
Lethality	**65**
Recharge Rate	**Slow**
Energy Usage	**6**
Range	**300 m**
Shield Diffusion (%)	**50**
Shield Damage	**13**
Armor Damage	**13**
Damage Points within Radius	**1 within 25 m**

EGGER

Description	Enhanced Gamma Radiation Rifle
Type	Anti-personnel
Velocity	1000
Lethality	2
Recharge Rate	Extremely Slow
Energy Usage	0
Range	150 m
Shield Diffusion (%)	100
Shield Damage	0
Armor Damage	2
Damage Points within Radius	40 within 25 m

PRIF44

Description	Personal Phase-induction Pulse Rifle
Type	Anti-armor
Velocity	1000
Lethality	8
Recharge Rate	Fast
Energy Usage	0
Range	150 m
Shield Diffusion (%)	99
Shield Damage	2
Armor Damage	7
Damage Points within Radius	1 within 2.5 m

GASHR

Description	Gas-Assault Shock Rifle
Type	Anti-armor
Velocity	500
Lethality	2
Recharge Rate	Fast
Energy Usage	0
Range	100 m
Shield Diffusion (%)	99
Shield Damage	2
Armor Damage	2
Damage Points within Radius	1 within 25 m

ECMP

Description	**Electromagnetic Directed Pulse Weapon**
Type	**Electronic-Countermeasure**
Velocity	**1000**
Lethality	**10**
Recharge Rate	**Slow**
Energy Usage	**5**
Range	**200 m**
Shield Diffusion (%)	**95**
Shield Damage	**4**
Armor Damage	**2**
Damage Points within Radius	**0 within 1.25 m**

POPPR

Description	**High-caliber Riot-Suppression Machine Gun**
Type	**Anti-personnel**
Velocity	**600**
Lethality	**10**
Recharge Rate	**Medium**
Energy Usage	**0**
Range	**100 m**
Shield Diffusion (%)	**90**
Shield Damage	**1**
Armor Damage	**1**
Damage Points within Radius	**40 within 37.5 m**

"Weapons Control Display" for more information on weapon firing and controls.

Shields

Shields are rechargeable based on your energy supply and a working shield generator. Shields effectively block ammunition weapons.

Armor

Armor is not rechargeable, and once it is worn down, the systems protected by it are vulnerable. (These systems include shield generators, ejection systems, weapons systems, etc.) Armor holds up well to energy weapons but

not to ammunition weapons.

Energy Weapons

Energy weapons can generally recharge indefinitely. The overall energy of the HAWC is determined by the HAWC's solid fuel reactor and its condition. Available energy is spread among throttle and shield generation, and the remainder to weapons recharge.

Energy weapons are generally good at penetrating and destroying shield capacity.

Aiming

Firing lasers requires a certain bit of expertise. First, lock on your target, then fire at that target. Keep the target locked for at least 10 seconds while the laser recharges. If you do not keep a lock on the target, you'll end up shooting at nothing.

Ammunition Weapons

Ammunition weapons do use some energy, but do not require recharging, and are limited by the amount of ammunition available. Ammunition weapons also must pierce shields to cause damage.

> Tip: To increase the recharge rate of your weapon, reduce your speed.

Damage

A HAWC can sustain damage to each body part. All body parts are covered by shields and armor. Shields can be recharged, while armor cannot be recharged. (However, if you find a crate with armor in it, you can collect it, and it will supplement or repair your existing armor is gone.) When a HAWC's shields are depleted, the likelihood that a weapon may penetrate the shields increases. (Once a HAWC's armor is weakened, the body part underneath it becomes vulnerable to damage.) Damage to a HAWC is visually represented in the Holo display. Green indicates little or no damage, yellow indicates moderate damage, and red indicates serious damage—you're about to lose a body part or an internal system.

A HAWC has these internal systems: Radar, Communication, Internal Shield Generator, Internal Power Generator, Energy, and Propulsion. These systems are located in various parts of the HAWC, and are protected by shields and armor. When a body part that protects an internal system is damaged sufficiently or destroyed, the system is rendered inoperable. For example, once the Internal Shield Generator is destroyed, your HAWC will no longer be able

to replenish shields. You can see how important it is to protect your HAWC at all times.

The various weapons deal damage differently. While some weapons are better at inflicting damage to shields, other weapons may deal more damage after a HAWC's shields have been taken down. See the reference section for more information on the damage a specific weapon can do.

Tip: Repeated hits to a vehicle's torso or legs reduces its maximum speed.

G-NOME Credits

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	Dan Donahue
	Todd Porter
Producers	Todd Porter
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	Patrick McNulty
Studio Systems Engineer	Ken Hirsch
Audio Coordinator	Debbie Fiorella

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Sergeant Stephen Kylie	Joshua Culp
Major Jack Sheridan	Nick Jameson
Dr. Victoria Thane	Susan Denaker
Computer Voice	Jennifer Hale

Commander Alm'sh Kor	Tina Lerno
Directorate Prees Tak	Nick Jameson
Drill Sergeant	Alan Josephson
Other voices provided by	Rick Peters
Casting and Talent Coordination	Michelle Smart

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Paul O'Banon
Ian Parberry
Cliff Peek
Donald Richardson, Jr.
Drew Ritter
Ben Smith
Steve Swift
Ben Trachina
Jason Wood
Bill Woodruff

This game is dedicated to the memory of Kenneth Thomas Fahle.

7th LEVEL®

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7th LEVEL

ANGRIFF IST DIE BESTE VERTEIDIGUNG

Die Ionenkanonen des tonnenschweren verfeindeten HAWCs haben ihre Mündungen erbarmungslos auf Dich gerichtet. Eine gnadenlose Jagd scheint zu Ende...

Das Blut pocht in Deinen Schläfen, Dir bleibt nur noch ein einziger Ausweg: Fliehe aus Deinem demolierten Gefährt und entere die gigantischen gegnerischen HAWCs in einem Himmelfahrts-Kommando. Mit Deiner GASHR-Handwaffe schleuderst Du den HAWC-Piloten aus seiner Kampfmaschine: Denn Angriff ist die beste Verteidigung!

Jetzt übernimmst Du die Kontrolle und der Jäger wird zum Gejagten. Variiere Deine Taktik und entwickle individuelle Strategien, denn auch Deine Rivalen haben nichts mehr zu verlieren...

Alle Wiedersacher verfolgen nur ein Ziel und setzen alles daran, um in den Besitz der ultimativen genetischen Waffe zu gelangen: Das G-Nome!

G-Nome setzt neue Maßstäbe auf dem Gebiet der 3D-Simulation!

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